

National Human Dogsled Race Championship

Rules

Date & Time:

- ❖ February 11th, 2004 – 6:45pm : **Challenge Round** (*all teams race – single elimination!*)
- ❖ February 12th, 2004 – 2:45pm : **The Thunderous - 32** (*head to head until there is 1*)

Course

- ❖ The total course length is approximately fifty (50) yards, straight-away.

Entry Fee (Best Costume Prizes) \$25.00 per Team

Due to popular demand, this year Best Costume Prizes will be awarded. To cover the cost of prizes, there will be a \$25.00 team entry fee (check, made out to the Merrimack Valley CVB). On Friday night, your team will be judged for the most creative costume. Winners will be announced on Saturday when the 2004 National Human Dogsled Championship Team is crowned.

Best Costume Prizes: *1st Place - \$1,000.00 Gift Certificates to Downtown Restaurants/Pubs*
2nd Place - \$500.00 Gift Certificates to Downtown Restaurants/Pubs
3rd Place - \$250.00 Gift Certificates to Downtown Restaurants/Pubs

Teams

- 1) A complete team will consist of six (6) participants. Four (4) pulling the sled, one (1) rider, and one (1) "musher" [rides on back of sled].
- 2) All team members must have submitted a signed waiver/release document to be eligible to race.
- 3) Teams are encouraged to wear a team costume (at least be in the same color tee-shirt).
- 4) 2003 Championship Race limited to 64 teams.

Equipment

1. The Sled - will be provided and may not be altered in any way.
2. Harness – will be provided and rigged to the sled.
3. Footwear - any type is permissible, except for metal spikes.

Rules

- 1) The race will be run team-against-team. A winning team will be determined by the first complete team to cross the finish line in each race.
- 2) The entire team must start behind the starting line.
- 3) The "Musher" may push-start the sled up to the start line.
- 4) Once the sled has crossed the start line, the "Musher's" feet must remain on the sled until the sled has crossed the finish line.
- 5) The entire team must stay within the race lane for the entire race. Any team, or part thereof, that enters the opposing team's lane, may be disqualified.
- 6) The "Rider" must remain on the sled for the entire race.
- 7) Any infraction of the above rules may result in team disqualification.